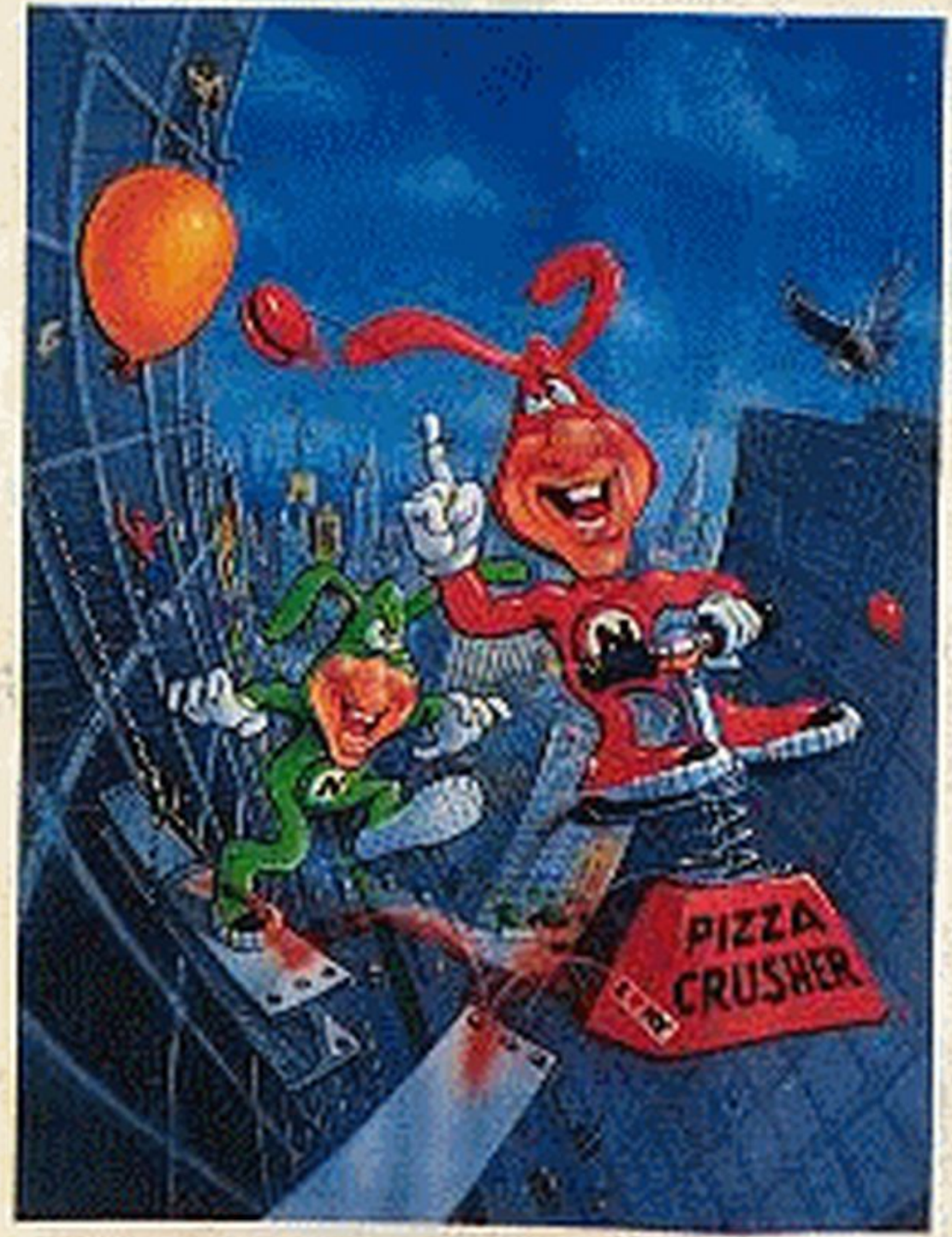
NES-YC-USA



CAPCOM USA

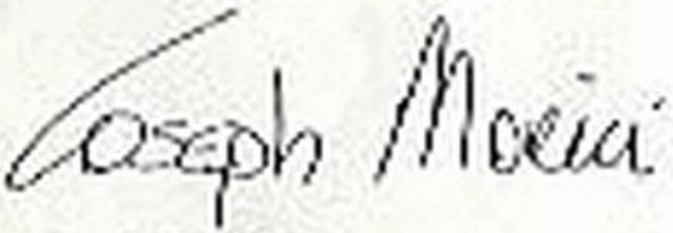
YO! NOID

INSTRUCTION MANUAL

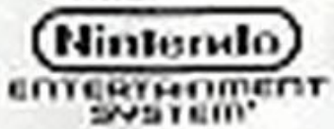
A special message from CAPCOM

Thank you for selecting the exciting and fun-filled **Yo! NOID®**. This is the latest edition in Capcom's library of Children's titles. Following such hits as Duck Tales, Rescue Rangers, and Mega Man, **Yo! NOID®** continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Yo! NOID® features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.



Joe Morici
Vice President
CAPCOM, U.S.A.



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SAFETY PRECAUTIONS

Follow the suggestions below to keep your Yo! NOID Game Pak in top operating condition.

SAFETY PRECAUTIONS

1. **Don't subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.**
2. **Don't touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective case.**
3. **Do not try to disassemble your Game Pak.**
4. **Don't let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.**
5. **For the best game play, sit 3 to 6 feet away from your television.**
6. **Pause for 10 to 20 minutes after 2 hours of continuous play. Doing this extends the performance of your Game Pak.**

GETTING STARTED

1. Insert the Yo! NOID® Game Pak into your Nintendo console and turn it on. The screen appears, and, in a few moments, the Yo! NOID® demonstration game begins. Watch the demo to get an idea of game play.

2. Yo-yo's ready? Then press Start to begin!

3. During play, press **Start** at any time to pause the action. Press it again to resume play.

4. To end the game at any time, turn off your Nintendo console.

WHAT NOIVE!

Somebody's wrecking New York City! Or maybe it's a whole gang! Wherever you go, hooligans jump out and knock you down. Can you imagine the noive!

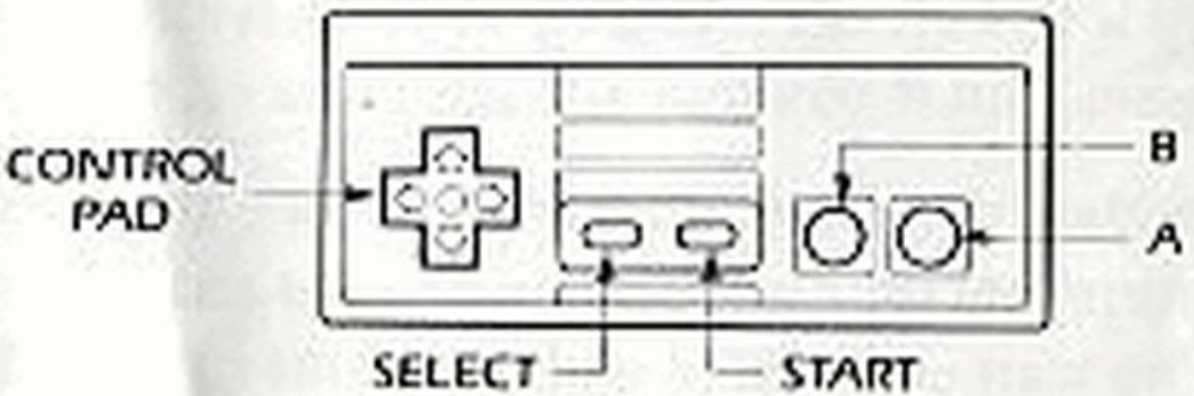
For instance, try strolling on the warf, and get flapped by a fish. Or go skateboarding in Central Park -- you'll get shredded by dive bombers. And with loonies everywhere, what a time for a brownout in the Bronx!

This is what the NOID is up against, and more! In fact, it looks like his duplicate Mr. Green is causing all the antics. That's double trouble!

But the NOID'S got plenty of ammo -- supernatural powers, incredible inventions, and a whiz-bang yo-yo. He just needs a pizza every now and then to keep him going!

CONTROLLING YOUR NOID

Move left or right.	Press the control pad **LEFT** or **RIGHT.**
Climb up or down.	Press the control pad **UP** or **DOWN.**
Jump.	Press button **A**. Press the control pad while jumping to move left or right. The longer you hold down the button, the higher you' ll jump.
"Shoot the moon."	Press button **B**. Your yo-yo will spin out and back in a "shoot the moon" trick. Press buttons **A** and **B** together to yo-yo while jumping.



PLAYING THE GAME

Your up against a cityful of tricksters. And they're all trying to knock you silly! Bonk them out with your yo-yo, or speed past them on one of your incredible inventions. And speed's the word, since you don't have much time!

Jump through scrolls in the air to grab them. This boosts up your magical powers. Better yet, boink the large ones open with your yo-yo to get the symbol for a spell. Once you have a symbol (and enough power to use it), you can cast the spell at the pranksters.

You start each round with 3 chances to make it through. "Shoot the moon" with your yo-yo to stop any rascals in your way. If they touch you, you lose 1 chance. As long as you have chances left, the round starts again. But if you lose all your chances, the game ends.

The scoreboard at the bottom of the screen shows how you're doing. You earn points for every ruffian you put out of business. Watch your time! You start each round with 140 units of time. The count down is fast, and if you run out of time, down you go and the round ends.

PLAYING THE GAME (cont.)

As you gain more scrolls, you build up your power to spin magic spells. To use a spell, press **DOWN** on the control pad and press the **B** button simultaneously. If you have a symbol for a magic spell and enough power to support it, the magic will attack the hooligans.

SIDEWALKS OF NEW YOIK

The NOID romps all around New York, chasing after the mysterious NOID look-alike who's behind all the shenanigans. Across the Wharf, through Central Park, and up to the rooftops, the NOID takes off after the brigands. If he survives the brownout in the Bronx, the NOID must take to the skies against air pirates. But all the time he's got to fend off the playful ruffians who would love to see him tumble. There's plenty of land, water, and air action -- if the NOID can stay on his feet!

INCREDIBLE INVENTIONS

HyperBoard- Zip past those other dudes on this four-wheeled speedster.

Pizza Crusher- Mamma Mia! What a way to go - across the rooftops on the biggest, bounciest pizza masher ever built!

Ornithopter- Frolic like a bird in this pigeon-chaser.

THE PIZZA CONTEST

After every odd-numbered round, the NOID competes in a pizza-eating duel. This is to power him up.

NOID TIPS

- If you start falling, press the control pad **LEFT** or **RIGHT**. You just might be able to save yourself.
- Figure out how to use your inventions, and what they're best for. Then put them to work!
- Get as many magic scrolls and symbols as you can. These will help you eat hearty in the pizza contest.
- There's a special bonus area hidden in the ice skating area. Jump high and wide to find it!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4532, or inside California State call (408)727-1600. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

HANG TOUGH!
BE A RESCUE RANGER.

Join Chip 'n Dale Rescue Rangers to thwart the Fat Cat's evil attempt to take control of the city. Chip 'n Dale, those pint-sized, but courageous Disney Detectives, have received another call for help. The evil Fat Cat has kidnapped Gadget. Play Chip or Dale or both in this action-packed Disney adventure from Capcom.

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⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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Game counselors available 8 a.m. to 5 p.m. P.S.T. (408) 727-1665

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